

FIG 1

FIG. 2

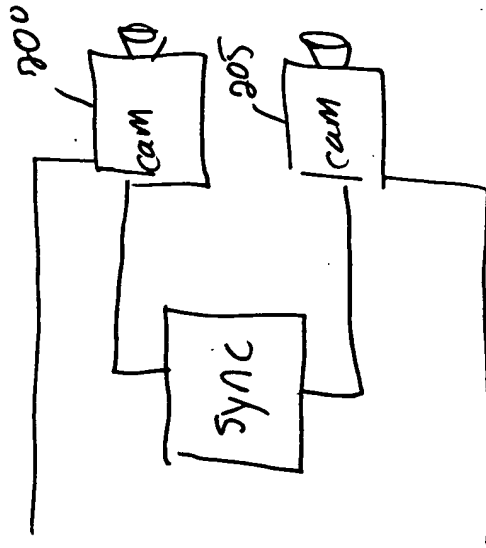


FIG. 2

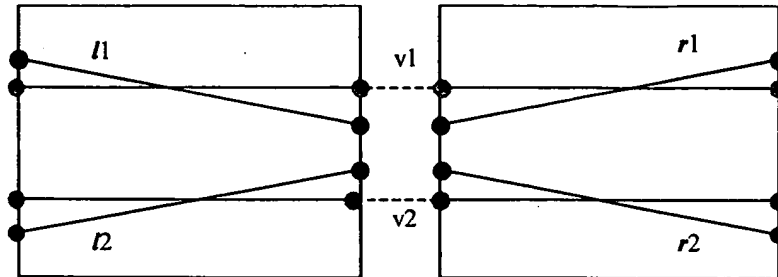


Figure 3a Illustration of the rectification algorithm

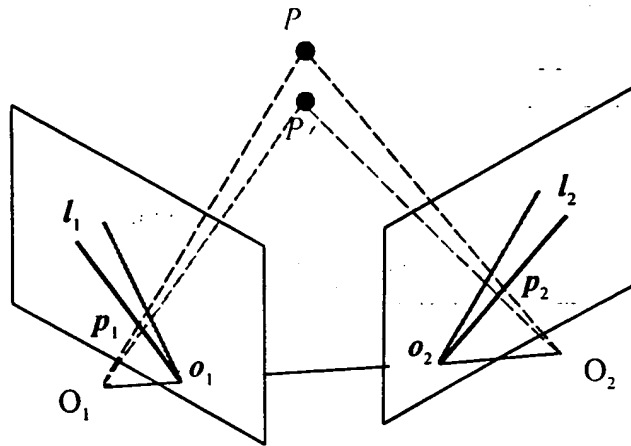
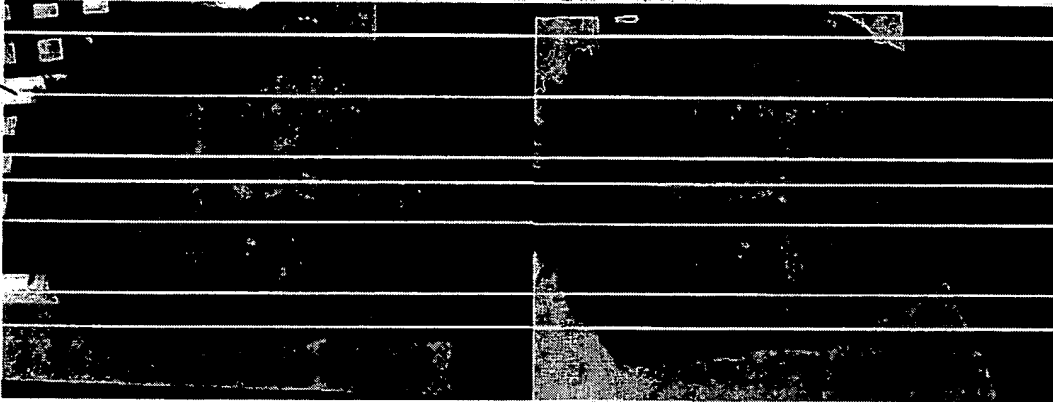
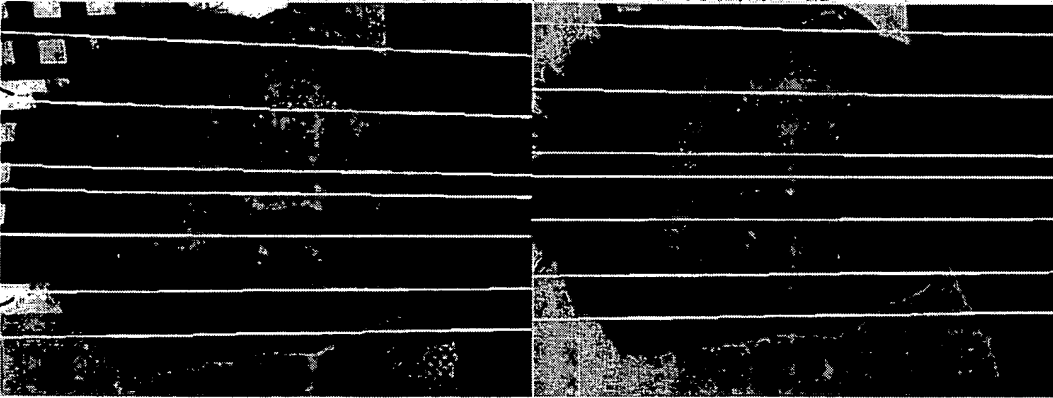
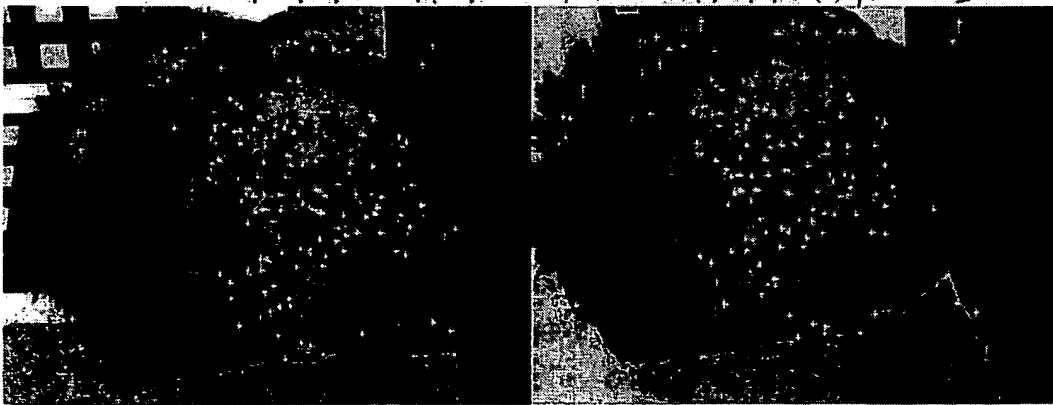


Figure 3b Epipolar geometry



Select seed
voxel
 $unique/\Phi(r) > t_1$

-500

Divide image
into buckets

-502

Sample pixels
randomly to
find good seed

-504

Adjust threshold
to find desired number
of seeds

-506

Surface tracing
from all seed
voxels

-510

Store ^{seeds} in queue

-512

check neighbors

-514

Next seed

-516

FIG 5